

KYO KUSANAGI  
BENIMARU NIKAIDO  
GORO DAIMON  
TERRY BOGARD  
ANDY BOGARD  
JOE HIGASHI  
RYO SAKAZUKI  
ROBERT GARCIA  
YURI SAKAZUKI  
LEONA  
RALF  
CLARK  
KING  
MAI SHIRANUI  
CHIZURU KAGURA  
CHIN GENSAI  
ATHENA ASAMIYA  
SIE KENSOU  
RYUJI YAMAZAKI  
BLUE MARY  
BILLY KANE  
YASHIRO NAKAZAKI  
SVERMEE  
CHRYN  
RYM KAPRYAN  
CHIANG FOGHIAN  
CHAI BOUNGB  
HOLOREN  
TAKUMA SANJI  
MUSASHI BOSSHAGE  
IHHI YAGAMI  
MAY FONG  
WIZEL  
HERVY B  
HONKY BOB  
KING

# THE KING OF FIGHTERS DREAM MATCH 1999



Link up with the NEOGEO Pocket software title,  
"King of Fighters R-2"!!!

\*The NEOGEO Pocket - Sega Dreamcast Communication  
Connector Cable (sold separately) is necessary  
for the exchange of data with NEOGEO Pocket.



SNK Corporation of America, 17 Great Oaks Blvd., San Jose, CA 95119  
visit [www.snkusa.com](http://www.snkusa.com)  
© SNK 1999. The King of Fighters Dream Match 1999 is a trademark  
of SNK Corporation of America.  
SNK® is a registered trademark of SNK Corporation of America.  
All rights reserved.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega  
of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA.  
WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except  
Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered  
under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,482,076; Re. 35,833;  
Japanese Patent No.2870536. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a  
trademark of the Interactive Digital Software Association.

<b>TEEN</b>
Animated Violence
Visit <a href="http://www.esrb.org">www.esrb.org</a> or call 1-800-771-3772 for Rating information.

# THE KING OF FIGHTERS DREAM MATCH 1999™



## DREAM MATCH 1999

**TEEN**  
TM  
T  
CONTENT RATED BY  
ESRB

T-3101N

**WARNINGS Read Before Using Your Sega Dreamcast Video Game System****CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

**HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

**OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

**PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

**SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



# THE KING OF FIGHTERS

# FIGHTERS

## DREAM MATCH 1999

**TO OUR LOYAL CONTESTANTS**

Thank you for your purchase of this Sega Dreamcast software title, "The King of Fighters: Dream Match 1999." Before suiting up for battle, be sure to read the user's manual carefully to learn how to properly enjoy the exciting game action of "Dream Match 1999."

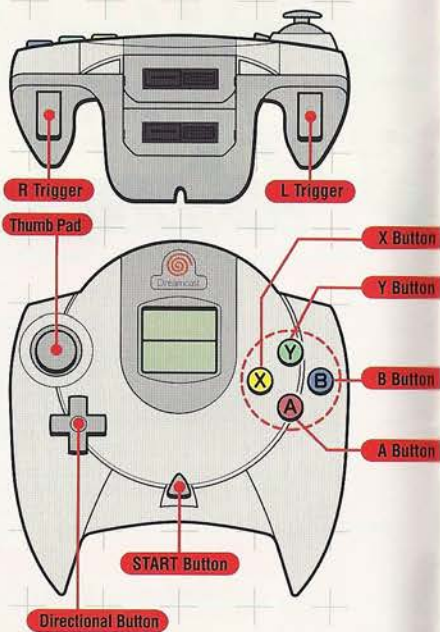
\*All screen pictures in this user's manual were taken during game development. Actual game screens may differ slightly from those appearing herein.

**CONTENTS**

OPERATING THE CONTROLS.....	4	PRACTICE MODE.....	16
BEGINNING GAME PLAY.....	6	NEOGEO POCKET COMMUNICATION.....	17
THE GAME SCREEN.....	9	OPTION MODE.....	20
CHARACTER MOVES.....	10	SAVE, LOAD.....	22
COMPETITION RULES.....	14	CHARACTERS AND SPECIAL MOVES.....	23
SURVIVOR MODE.....	15		

# OPERATING THE CONTROLS

## Sega Dreamcast Controller



### START Button

Game start/Burst-In Play/  
Continue/Pause/Pause Release

### Thumb Pad

Not used.

### Directional Button

Character Movement, Jump, Crouch,  
Guard, etc./Mode & Menu Item Selection

### X Button

Weak Punch

### Y Button

Strong Punch

### A Button

Weak Kick/Selection Confirmation

### B Button

Strong Kick

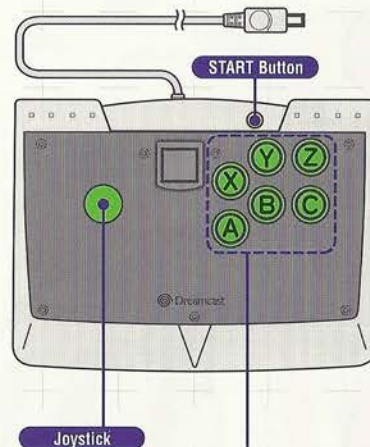
### L Trigger/R Trigger

"Teaser" Move

\*Do not touch the Analog Thumb Pad or the L/R Triggers when turning the Sega Dreamcast Power On. Doing so may disrupt the controller initialization procedure and result in malfunction.

## Arcade Stick

All commands are the same as the Sega Dreamcast controller, except "The Teaser" command (which is made with the Z/C Buttons).



### START Button

Game Start/Burst-In Play/  
Continue/Pause/Pause Release

### Joystick

Character Movement, Jump, Crouch,  
Guard, etc./Mode & Menu Item Selection

### X Button

Weak Punch

### Y Button

Strong Punch

### Z Button

"The Teaser"

### A Button

Weak Kick/Selection Confirmation

### B Button

Strong Kick

### C Button

"The Teaser"

### X Button, Y Button, Z Button, A Button, B Button, C Button

\*This software title is for one to two players. Before turning the Sega Dreamcast Power On, connect the controller or other peripheral equipment to the control ports of the Sega Dreamcast. (Use the A and B ports only.) To return to the title screen at anypoint during the game play, simultaneously press the A,B,X,Y and start buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

\*A second separately sold Sega Dreamcast controller or Arcade Stick must be purchased to play with two people.

\*All commands listed herein refer to initial settings. These can be changed with the "BUTTON CONFIG" Menu of the Option Mode (see p. 21).

# BEGINNING GAME PLAY

1

Push the **START** Button when the Title Screen appears.



2

## Mode Select Screen

Select a Game Mode with the **Direction Key**, and push the **A** Button to confirm selections.

● TEAM PLAY	A team battle against the computer.
● TEAM VS	A two-player team battle.
● SINGLE PLAY	A single-character battle against the computer.
● SINGLE VS	A two-player, single-character battle.
● SURVIVOR	Take on all characters in a "time attack" battle (see p.15).
● PRACTICE	A mode for practicing game moves, etc. (see p. 16).
● NEOGEO POCKET	A mode to communicate with NEOGEO Pocket units (see pp. 17 to 19).
● OPTION	Change various game settings (see pp. 20 to 21).

3

## Control Mode Selection

Select your character's **Control Mode** with the **Direction Key** and push the **A** Button.

● ADVANCED	A Control Mode for advanced players (see pp. 10, 12, 13).
● EXTRA	A Control Mode for beginners (see pp. 11, 12, 13)

4

## Team Member Selection

Select 3 team members.

Choose one character at a time by moving the **Direction Key** and pushing the **A** Button to confirm selections. In single-character battles, the match will begin immediately after one character is selected.

5

## Fighting Order Selection

Decide the order that characters appear in matches.

Select characters in the order they will appear in matches with the **Direction Key** and push the **A** Button to confirm selections. Fighting order can be changed for each stage.

6

## The Battle Begins!



## Roulette Team Edit

Use the Roulette Team Edit to select team-member characters randomly. (This cannot be used in the Survivor Mode and Practice Mode.) Move the cursor to the question mark [?] on the Character Select Screen with the Direction Key, and push the A Button.

## Burst-In Play

Press the Start Button of the unused controller during 1-player computer battles (except in the Survivor Mode and Practice Mode) to begin two-player competition matches.

## Continuing Game Play

After losing a game in a single-player computer match (excluding Survivor Mode and Practice Mode), press the START Button before the count reaches "0" on the Continue Screen to call up the Continue Service Roulette Screen. When the roulette wheel begins to turn, push the A Button before time runs out to stop the wheel and select a Continue Service (Push the B Button or let time run out to skip the Continue Service). The Continue Service applies only to the first stage after play is resumed (not just a single round).

### Continue Service Options

MAX Gauge Start	Begins play with 3 power stocks and the Power Gauge at MAX.
Opponent Power 1/3	Begins play with your computer opponent's power gauge at 1/3 full (Applies to all computer team members in team battles).
CPU Difficulty Down	Begins game play with the computer character's game difficulty at level one.
To Next Stage	Begins action at the next stage unconditionally.
Attack Power Up!	Increases player's offensive power.
No CPU Gauge	The power gauge for the CPU character is disabled.

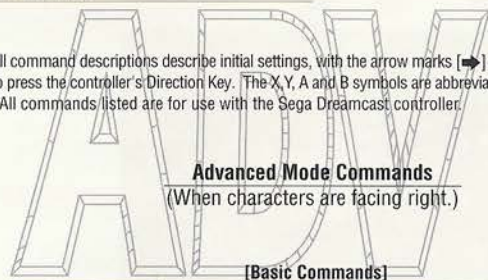
## THE GAME SCREEN



- Life Gauge** Displays remaining character strength. The green gauge represents the power gauge for Advanced Mode. The yellow gauge is for the Extra Mode. When the remaining power decreases in the Extra Mode, the gauge will begin to flash and enable the use of Super Special Moves.
- Character in Battle** Displays the face of characters in use.
- Other Team Member Names** The names of defeated characters are displayed in darkened letters.
- Time Remaining** Shows the time left for the round. Remaining Life Gauge levels decide the victor when the timer reaches "0."
- Control Mode Display** Displays the Control Mode of the player in action. [ADV: Advanced Mode/EX: Extra Mode.]
- Order Display** Shows the fighting order of team members.
- Advanced Power Gauge** Power gauge for the Advanced Mode (see p. 12).
- Extra Power Gauge** Power gauge for the Extra Mode (see p. 12).

## CHARACTER MOVES

All command descriptions describe initial settings, with the arrow marks [➡] signifying the direction to press the controller's Direction Key. The X, Y, A and B symbols are abbreviations for buttons.  
\*All commands listed are for use with the Sega Dreamcast controller.



### Advanced Mode Commands (When characters are facing right.)

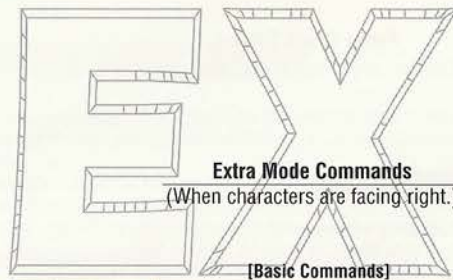
#### [Basic Commands]

Movement	← or →
Dash (Run)	➡➡ tapped quickly
Back Step	←← tapped quickly
Jump	↖ or ↑ or ↗ (Use various methods of pushing the Direction Key to use big, medium, and small jumps.)
Crouch	↙ or ↓ or ↘
Guard	When attacked, ← (Standing Guard) or ↙ (Crouching Guard)
Punch Attack	X (Weak) or Y (Strong)
Kick Attack	A (Weak) or B (Strong)

#### [Special Commands]

Emergency Escape (Forward)	Press X, A simultaneously (or also, ➡ + X, A simultaneously)
Emergency Escape (Backward)	Press ← + X, A simultaneously
Blow-Away Attack	Press Y, B simultaneously
MAX Power Activate	Press X, Y, A simultaneously (only with power stocks)
Knockdown Recovery	Press Y, B simultaneously before being knocked down
Body Throw Breaker	Press ← or ➡ + either X, Y, A, or B when grabbed in a normal "Body Throw" move
"The Teaser"	Push the L or R Triggers
Forward Guard Cancel Emergency Escape	Press X, A simultaneously (or also, ➡ + X, A simultaneously) while in the guard position
Backward Guard Cancel Emergency Escape	Press ← + X, A simultaneously while in the guard position
Guard Cancel Blow-Away Attack	Press Y, B simultaneously while in the guard position

\*"MAX Power Activate," "Guard Cancel Emergency Escape," and "Guard Cancel Blow-Away Attack" moves cannot be used without power stocks.



### Extra Mode Commands (When characters are facing right.)

#### [Basic Commands]

Movement	← or →
Front Step	➡➡ tapped quickly
Back Step	←← tapped quickly
Jump	↖ or ↑ or ↗ (Use various methods of pushing the Direction Key to use big, medium, and small jumps.)
Crouch	↙ or ↓ or ↘
Guard	When attacked, ← (Standing Guard) or ↙ (Crouching Guard)
Punch Attack	X (Weak) or Y (Strong)
Kick Attack	A (Weak) or B (Strong)

#### [Special Commands]

Incursion Aversion	Move Press X, A simultaneously
Blow-Away Attack	Press Y, B simultaneously
Power Builder	Press X, Y, A simultaneously (keep pressed down temporarily)
Counter Attack	Press either X, Y, A, B during an Incursion Aversion Move
Knockdown Recovery	Press Y, B simultaneously before being knocked down
"The Teaser"	Push the L or R Triggers
Forward Guard Cancel Emergency Escape	Press X, A simultaneously (or also, ➡ + X, A simultaneously) while in the guard position
Backward Guard Cancel Emergency Escape	Press ← + X, A simultaneously while in the guard position
Guard Cancel Blow-Away Attack	Press Y, B simultaneously while in the guard position

\*The "Guard Cancel Emergency Escape" and "Guard Cancel Blow-Away Attack" moves cannot be used if the Power Gauge is not at MAX.

## Power Gauge System

The power gauge systems vary in the Advanced Mode and the Extra Mode.

### ◆ Advanced Power Gauge

In the Advanced Mode, the power gauge in the lower half of the screen increases with each Special Move used. When it becomes full, a yellow Power Stock will light up to the right of the gauge (one "power stock"), enabling the use of a Super Special Move.

Up to 3 "power stocks" can be kept. Push the X, Y, A Buttons simultaneously when power stocks are illuminated to temporarily increase your character's power to MAX (MAX Power Activation). If more than one power stock remains when using the MAX Power Activate, use a MAX Power Super Special Move.

### ◆ Extra Power Gauge

In the Extra Mode, push down the X, Y, A Buttons down simultaneously to increase the power gauge in the lower half of the screen (Power Build). When the gauge becomes full, your character automatically enters the temporary MAX Power Condition, enabling the use of Super Special Moves. If the Life Gauge is also flashing in this condition, you can use a MAX Power Super Special Move.

## ◆ Advantage System

In this game, when a character loses in the Team Play Mode or Team VS Mode, the Advantage System gives the second and third players an advantage over opponents.

In the Advanced Mode, the number of power stocks that can be kept increases to five, and it becomes easier to use MAX Power Super Special Moves. Furthermore, in the Extra Mode, the length of the power gauge is shortened, making it easier to increase power.

\*By changing settings in the "BATTLE CONFIG." Menu of the Option Mode, games can be played without the Advantage Mode (see p. 21).

## ◆ Back-Up Attacks

When the conditions listed below are met in team battles, push the X, Y, A Buttons simultaneously to have other team members jump in for a "Back-Up Attack."

The chances of receiving help, however, varies with compatibility among other team members.

- When a character is knocked out or grabbed by an opponent.
- When other teammates still remain to fight.
- When teammates waiting for battle can be seen on the screen.

\*If the compatibility of teammates is good, the percentage of getting a "Back-Up Attack" is 100% if the above conditions are met; 50% if compatibility is normal; and nonexistent if compatibility is bad.

## COMPETITION RULES

## TEAM

## ◆3-ON-3 TEAM BATTLES

- 1 Each team's starting member begins to fight in a one-round match.
- 2 When the first member is defeated, the second member enters the battle. The victor remains to fight with the same power meter level reading at the end of the previous battle. (The victor's strength level is restored slightly with a victory bonus and time bonus.)
- 3 The first team to defeat all opponents wins and proceeds to the next match.



## SINGLE

## ◆1-ON-1 SINGLE BATTLES

The first character to win two out of three rounds wins the match. During matches, both participants' power levels are restored as each round is decided, and action moves on to the next round. The number of rounds needed to win a match can be changed with the "BATTLE CONFIG." Menu of the Option Mode (see p. 21).



## SURVIVOR MODE

Survivor Mode is a computer-battle "Time Attack" mode. Select one character, and take on the other characters with a Life Gauge that cannot be replenished. Race to see how long it takes (Clear Time) to defeat all opponents.

## ◆ Beginning Survivor Mode

After selecting "SURVIVOR" on the Mode Select Screen and pushing the A Button, select a Command Mode and character with the Directional Button and push the A Button to begin the game.

## ◆ Survivor Mode Rules

All matches are one round. When you win a match, Life Gauge power is restored slightly, and the next opponent appears. During a battle, if the Life Gauge runs out, you lose, and the Continue Screen appears. Push the START Button to continue play.

## ◆ Clear Data Save

After defeating all opponents to clear the game, the results can be saved on the memory card (Virtual Memory Unit data save device [sold separately]) (see p. 22).

SURVIVOR



## PRACTICE MODE

Select "PRACTICE" on the Mode Select Screen and push the A Button to proceed to Practice Mode. Select a Command Mode, character, and practice opponent in this order with the Directional Button, and push the A Button to confirm selections.

Next, when the Practice Menu Screen appears, change conditions for the practice opponent, etc., then begin practicing. The Practice Mode can be started from either the Player 1 or Player 2 controllers.

**Practice Menu Screen Commands**

Use the Directional Button to move the cursor up and down to select an item and move the cursor right and left to change settings.

<b>START</b>	Push the A Button to begin practice.
<b>ACTION</b>	Choose the opponent's fighting condition (STAND, CROUCH, JUMP).
<b>COUNTER</b>	Sets counter damage (ON-Damage; OFF-No damage).
<b>ATTACK</b>	Set the attack ability of the practice opponent (ON-Attack; OFF-No attack).
<b>GUARD</b>	Set the defensive ability of the practice opponent (ON-Defense; OFF-No defense).
<b>CHARACTER CHANGE</b>	Push the A Button to call up the Character Select Screen
<b>EXIT</b>	Push the A Button to call up the Mode Select Screen.

**Stuff To Be Careful Of**

- Pushing the Select Button during Practice Mode play calls up the Practice Menu Screen.
- Use "The Teaser" to coax your opponent toward you (only possible when you select STAND for your opponent's condition).

## NEOGEO POCKET COMMUNICATION

Use the NEOGEO Pocket - Sega Dreamcast Communication Connector Cable (sold separately) to transfer data between the Sega Dreamcast and NEOGEO Pocket.

This means it's possible to exchange data between the Sega Dreamcast software title "The King of Fighters: Dream Match 1999" (hereafter, "Dream Match 1999") and the NEOGEO Pocket software title "King of Fighters R-2" (hereafter, "R-2").

\*Only the NEOGEO Pocket - Sega Dreamcast Communication Connector Cable (sold separately) can be used for communication with the NEOGEO Pocket main unit.

**Beginning Communications**

- 1 Check to see that the Sega Dreamcast, equipped with "Dream Match 1999" and memory card, and the NEOGEO Pocket Color (or NEOGEO Pocket) main unit, with an "R-2" cartridge inserted, are both turned off.
- 2 Connect the Sega Dreamcast to the NEOGEO Pocket Color (or NEOGEO Pocket) main unit with the NEOGEO Pocket - Sega Dreamcast Communication Connector Cable, and then turn both of them on.

\*For detailed connection instructions, see the user's manual included in the NEOGEO Pocket - Sega Dreamcast Communication Connector Cable package.

**Sega Dreamcast Operations****NEOGEO POCKET Mode Screen**

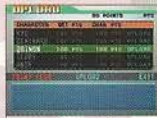
Select "NEOGEO POCKET" on the "Dream Match 1999" Mode Select Screen and push the A Button to proceed to the NEOGEO POCKET Mode Screen. Select a menu with the Directional Button and push the A Button to confirm selections.



**UPLOAD**  
**DOWNLOAD**  
**EXIT**

Send data to "R-2" software.  
Receive data from "R-2" software.  
Return to the Mode Select Screen.

## UPLOAD



Select "UPLOAD" on the NEOGEO Pocket Mode Screen and push the A Button to proceed to the Upload Screen.

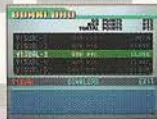
Move the Directional Button up and down to select Character Point information and right or left to select menus. Push the A Button to confirm selections.

### [UPLOAD SCREEN MENUS]

POINT PLUS	Add "Get Pts" to Character Points and save data.
UPLOAD	Upload "SKILLS" acquired in "DREAM MATCH"
EXIT	Return to the previous screen.

NOTE: Relationship between "Character Points" and "SKILLS".

In "Dream Match 1999", characters receive "Get Points" whenever they win a match, and the total of these become Character Points. Characters who receive a certain number of these points gain a "SKILL." These "SKILL"s are original Special Moves which characters can get in the "Making Mode" of "R-2."



## DOWNLOAD

Select "DOWNLOAD" on the NEOGEO Pocket Mode Screen and push the A Button to proceed to the Download Screen. Select a menu with the Directional Button and push the A Button to confirm selections.

VISUAL	See hidden images when certain conditions are met.
DOWNLOAD	Receive fight result data from "R-2" and convert it to NGP Points.
EXIT	Return to the previous screen.

NOTE: Conditions for Seeing Hidden Visuals

With fight result data downloaded from "R-2," it's possible to view hidden visual images from the "VISUAL" Menu when total points equal or exceed a fixed value.

## NEOGEO POCKET OPERATIONS

### DC Communication Screen

Select "DC COMMUNICATION" on the "R-2" Main Menu Screen and push the A Button to proceed to the DC Communication Screen. Select any of the menus listed below and push the A Button.



Send Fight Results	Upload data to "Dream Match 1999."
Get Skill	Receive data from "Dream Match 1999."

### Send Fight Results

Select this menu and push the A Button to send "R-2" Fight Results Data to "Dream Match 1999." When uploading ends, the "End Link" message appears.

### Get Skill

Select this menu and push the A Button to download character "SKILLS" attained during "Dream Match 1999" play. Select data to be sent using the "Dream Match 1999" software and push the A Button. When downloading ends, the "End Link" message appears, and the Get SKILL Screen appears. Select whether to keep or delete downloaded "SKILLS".

\*Data cannot be exchanged when the NEOGEO Pocket or Sega Dreamcast is not turned on, or on screens other than the DC Communication Screen.

## OPTION MODE



Select "OPTION" on the Mode Select Screen and push the A Button to proceed to the Option Mode Screen. Move the Directional Button up and down to select items and right and left to change settings. Push the A Button to confirm setting changes.

DIFFICULTY	Set computer battle difficulty levels to 1 of 8 levels.
PLAY TIME	Set round time at NORMAL or NO LIMIT.
LANGUAGE	Select 1 of 4 languages for game message displays.
STAGE SELECT	Determines whether the Stage Selection Screen is displayed for 2-player matches. (ON: Select stages before matches/OFF: No selection).
BATTLE CONFIG.	Select and push the A Button to call up the BATTLE CONFIG. Screen (see p. 21).
BUTTON CONFIG.	Select and push the A Button to call up the BUTTON CONFIG. Screen (see p. 21).
SAVE	Select and push the A Button to call up the SAVE Screen and save.
Option Settings	Settings on the memory card (see p. 22).
EXIT	Select and push the A Button to return to the Mode Select Screen.

### BATTLE CONFIG.

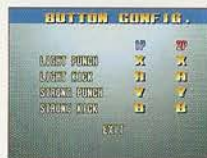
This menu lets you alter the game system. Move the Directional Button up and down to select items and right and left to change settings.



PLAYER SIDE	Select Player 1 (1P) or Player 2 (2P).
LEVEL	Change the character's defense level value to 1 of 8 settings.
POWER GAUGE	Change the condition of power gauges during game play.
DISP.CUT	Turn the display of the Life Gauge, Power Gauge, and Remaining Time on or off.
ADVANTAGE	Sets the Advantage System (ON-Turns system on/OFF-Turns system off)
WINNING POINT	Sets the single-player battle victory points at 1 to 5 points.
EXIT	Return to the OPTION MODE.

### BUTTON CONFIG.

Set controller command settings here. Move the Directional Button up and down to select command items you want to change and push the button you want to use. When you finish changing button settings, select "EXIT" and push the 'A' Button to return to the Option Screen.



## SAVE, LOAD

Use a memory card to back up various data.

### Saving, Loading Progress Data

"SAVE": Select "YES" on the Save Select Screen that appears when a game ends and push the **A** Button to save data.

"LOAD": Saved Progress Data is automatically loaded before a game is begun, so after selecting a mode, select "CONTINUE" and push the **A** Button to resume game play.

### Saving SURVIVOR MODE Clear Data

After clearing SURVIVOR MODE, select "YES" and push the **A** Button when the Save Select Display appears.

### Option Settings Save

Proceed from the Option Screen to the Save Screen (see p. 20), select "YES", and push the **A** Button. This saves settings changed in the OPTION, BATTLE CONFIG., and BUTTON CONFIG. Menus.

\*A memory card (Virtual Memory System data save unit [sold separately]) is necessary to save various types of data.

\*A memory card storage capacity of 7 blocks is necessary to save all data.

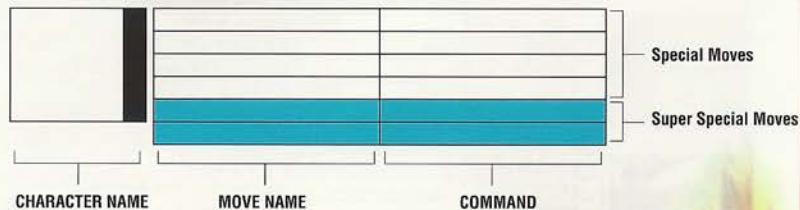
(Progress data, clear data, option settings data, NEOGEO Pocket communication data can all be saved.)

\*Do not turn the main unit's power off or remove the memory card, other peripheral units, and controllers while saving data.



## CHARACTERS AND SPECIAL MOVES

### Reading Special Move Command Charts



### Command Chart Symbol Meanings

→ Direction to push the Directional Button (When characters are facing right.)

X Y A B Button Abbreviations







☆ Super Special Moves







\*All button commands in the command charts refer to initial settings.







\*There are other Special Moves and Super Special Moves than those introduced here. Use your skill to find them!









DREAM MATCH 1999

	KYO KUSANAGI	FIRE BALL	⇓⇓⇓ + X or Y
		WICKED CHEW	⇓⇓⇓ + X
		R.E.D. KICK	⇐⇓⇓ + A or B
		POISON GNAWFEST	⇓⇓⇓ + Y
		*MAJOR SERPENT WAVE	⇓⇓⇓⇓⇓⇓ + X or Y
		*FINAL SHOWDOWN	⇓⇓⇓⇓⇓ + X or Y
	BENIMARU NIKAIIDO	LIGHTNING FIST	⇓⇓⇓ + X or Y
		SHINKU KATATEGOMA	⇓⇓⇓ + X or Y
		BENIMARU BLAST	Near opponent, ⇓⇓⇓⇓⇓⇓ + X or Y
		3 LEVEL REFLEX BOOT	⇓⇓⇓⇓⇓ + A or B
		*HEAVEN BLAST FLASH	⇓⇓⇓⇓⇓ + X or Y
		*ELECTRIGGER	Near opponent, (⇓⇓⇓⇓⇓) x 2 + X or Y
	GORO DAIMON	MINELAYER	⇓⇓⇓ + X or Y
		EARTH MOVER	Near opponent, ⇓⇓⇓⇓⇓ + X or Y
		REVERSE DROP	⇓⇓⇓⇓⇓ + A or B
		GIGANTIC MOWER	Near opponent, ⇓⇓⇓ + A or B
		*HEAVEN TO HELL DROP	Near opponent, (⇓⇓⇓⇓⇓) x 2 + X or Y
		*STORMY MOUNT	Near opponent, (⇐⇓⇓⇓⇓) x 2 + A or B
	TERRY BOGARD	BURNING KNUCKLES	⇓⇓⇓ + X or Y
		POWER WAVE	⇓⇓⇓ + X or Y
		RISING TACKLE	⇓⇓⇓ + X or Y
		POWER DUNK	⇓⇓⇓ + A or B
		*POWER GEYSER	⇓⇓⇓⇓⇓ + X or Y
		*HIGH ANGLE GEYSER	⇓⇓⇓⇓⇓ + A or B
	ANDY BOGARD	ZAN EI KEN	⇓⇓ + X or Y
		HISHO KEN	⇓⇓ + X or Y
		WATER BLASTER BOP	Near opponent, ⇐⇓⇓⇓ + X or Y
		SHO RYU DAN	⇓⇓ + X or Y
		*SUPER SHELL BURST	⇓⇓⇓⇓⇓ + A or B
		*FLYING COMET PUNCH	⇓⇓⇓⇓⇓ + X or Y
	JOE HIGASHI	HURRICANE UPPER	⇐⇓⇓⇓ + X or Y
		TIGER KICK	⇓⇓ + A or B
		GOLDEN HEEL HURTER	⇓⇓ + A or B
		EXPLODING FIST	X or Y pushed repeatedly
		*SCREW UPPER	⇓⇓⇓⇓ + X or Y
		*EXPLODING HURRICANE TIGER HEEL	⇓⇓⇓⇓⇓ + X or Y

	RYO SAKAZAKI	TIGER FLAME PUNCH	⇓⇓⇓ + X or Y
		KOHO	⇓⇓⇓ + X or Y
		LIGHTNING LEGS KNOCKOUT KICK	⇓⇓⇓⇓ + A or B
		KYOKUGEN FIST FLASH	Near opponent, ⇐⇓⇓⇓⇓ + X or Y
		*RYUKO RANBU	⇓⇓⇓⇓⇓ + X or Y
		*DESTROYER BLAST	⇓⇓⇓⇓ + X or Y
	ROBERT GARCIA	DRAGON BLAST PUNCH	⇓⇓⇓ + X or Y
		SHOOTING STEAM STRIKE	⇓⇓⇓⇓ + A or B
		FLYING DRAGON SLICE	⇓⇓ + A or B
		KYOKUGEN KICK DANCE	Near opponent, ⇐⇓⇓⇓ + A or B
		*RYUKO RANBU	⇓⇓⇓⇓⇓ + X or Y
		*DESTROYER BLAST	⇓⇓⇓⇓ + X or Y
	YURI SAKAZAKI	TIGER FLAME PUNCH	⇓⇓⇓ + X or Y
		RAI OH KEN	⇓⇓ + A or B
		YURI SUPER KNUCKLES	⇓⇓ + X or Y
		YURI SUPER SPIN KICK	⇓⇓ + A or B
		*SHOOTING STEAM STRIKE	⇓⇓⇓⇓ + A or B
		*DESTROYER BLAST	⇓⇓⇓⇓ + X or Y
	LEONA	MOON SLASHER	⇓ briefly, then ↑ + X or Y
		GRAND SABRE	⇐ briefly, then → + A or B
		X-CALIBER	⇓ briefly, then ↑ + A or B
		BALTIC LAUNCHER	⇐ briefly, then → + X or Y
		*V-SLASHER	During jump, ⇓⇓⇓⇓ + X or Y
		*RYBO SPARK	⇓⇓⇓⇓ + A or B
	RALF	GATLING ATTACK	⇐ briefly, then → + X or Y
		SUDDEN DROP SLAM	⇓ briefly, then ↑ + X or Y
		SUPER ARGENTINE BACK BREAKER	Near opponent, ⇐⇓⇓⇓ + A or B
		RALF KICK	⇐ briefly, then → + A or B
		*SUPER VULCAN PUNCH	⇓⇓⇓⇓ + A or B
		*HORSEPOWER VULCAN PUNCH	⇓⇓⇓⇓ + A or B
	CLARK	NAPALM STRETCH	⇓⇓ + X or Y
		ROLLING CRADLER	⇐⇓⇓ + Y
		FRANKENSHEINER	⇓⇓ + A or B
		SUPER ARGENTINE BACK BREAKER	Near opponent, ⇐⇓⇓⇓ + A or B
		*ULTRA ARGENTINE BACK BREAKER	Near opponent, (⇐⇓⇓⇓) x 2 + X or Y
		*RUNNING THREE	(⇐⇓⇓) x 2 + A or B

	ATHENA ASAMIYA	PSYCHO BALL ATTACK	↓↘↙ + X or Y
		PHOENIX ARROW	During jump, ↓↘↙ + A or B
		PSYCHO SWORD	→↘↙ + X or Y
		SUPER PSYCHIC THRUST	Near opponent, ←↘↙↘↙ + X or Y
		*SHINING CRYSTAL BIT	(→↘↙↘↙) x 2 + X or Y
	*PHOENIX FANG ARROW	During jump, ↓↘↙↘↙ + A or B	
	STE KENSO	SUPER BULLER ATTACK	↓↘↙ + X or Y
		DRAGON UPPERCUT	←↘↙ + A or B
		DRAGON TALON TROUCE	During jump, ↓↘↙ + X or Y
		DRAGON DRUBBING	Near opponent, →↘↙ + X or Y (Y pressed repeatedly)
		*DRAGON GOD LIGHTNING KICK	↓↘↙↘↙ + A
	*DRAGON GOD HEAVEN HOOLAH	↓↘↙↘↙ + B	
	CHIN GENSAI	GOURD ATTACK	↓↘↙ + X or Y
		BURNING SAKE BELCH	→↘↙ + X or Y
		TWISTING SONIC BOOM	←↘↙↘↙ + A or B
		MOCHIZUKI INTOXICATOR	↓↘ + A or B
		*THUNDER BLAST	↓↘↙↘↙ + X or Y
	*THUNDERING SUMMONS	↓↘↙↘↙ + X or Y	
	CHIZURU KAGURA	HEAVEN'S WAY	→↘↙ + X or Y
		ORACLE'S DECREE	→↘↙↘↙ + X, Y, A, or B
		ECHOING HARP	↓↘↙ + X or Y
		PIERCING PEAK PUNCH	↓↘ + X, Y, A, or B
		*RULES OF ZEN	↓↘↙↘↙ + X or Y
	*PIPER'S LEGION	↓↘↙↘↙ + A or B	
	MAI SHIRANUI	FLYING FAN SMACK	↓↘↙ + X or Y
		DRAGON FLAME FANDANGO	↓↘↙ + X or Y
		FLYING SQUIRREL BOOGIE	↓ briefly, then ↑ + X or Y (pressed down)
		SNOW HERON DANCE	→↘↙ + A or B
		*SUPER DEADLY NINJA BEES	↓↘↙↘↙ + A or B
	*PHOENIX FANDANGO	↓↘↙↘↙ + X or Y	
	KING	VENOM STRIKE	↓↘↙ + A or B
		TORNADO KICK	→↘↙↘↙ + A or B
		MIRAGE KICK	→↘↙↘↙ + X or Y
		SURPRISE ROSE	→↘↙ + X or Y
		*ILLUSION DANCE	↓↘↙↘↙ + A or B
	*SILENT FLASH	↓↘↙↘↙ + A or B	

	KIM KAPHRAN	FLYING SLICE	↓ briefly, then ↑ + A or B
		CRESCENT MOON SLASH	↓↘↙ + A or B
		SANDBLASTER	↓ briefly, then ↑ + X or Y
		TRIPLE CRUNCH	↓↘↙ + X or Y (repeat 3 times)
		*PHOENIX FLAIL	↓↘↙↘↙ + A or B
	*HEAVENLY FIREBIRD KICK	During jump, ↓↘↙↘↙ + A or B	
	CHANG KOEHWAN	BREAKING IRON BALL	← briefly, then → + X or Y
		FLYING BALL BREAKER	↓ briefly, then ↑ + A or B
		BIG DESTROYER TOSS	Near opponent, →↘↙↘↙ + X or Y
		SPINNING IRON BALL	X or Y pressed repeatedly
		*BERSERK BALL	↓↘↙↘↙ + X or Y
	*IRON SPHERE SMASHER	↓↘↙↘↙ + X or Y	
	CHOI BOUNGE	HURRICANE CUTTER	↓ briefly, then ↑ + X or Y
		BANSHEE SLICER	↓ briefly, then ↑ + A or B (pressed down)
		FULL-SPEED DICER	← briefly, then → + X or Y
		SPINNING MONKEY SLASH	↓↘↙ + X or Y
		*TORNADO RIPPER	(→↘↙↘↙) x 2 + X or Y
	*PHOENIX TALONS	↓↘↙↘↙ + A or B	
	RYUJI YAMAZAKI	SERPENT CHARMER (HIGH, MID, LOW)	↓↘↙ + X or A or Y (pressed down)
		SADOMASO	←↘↙↘↙ + A or B
		JUDGMENT DAGGER	→↘↙ + X or Y
		EXPLODING BURST	Near opponent, →↘↙↘↙ + X or Y
		GUILLOTINE	↓↘↙↘↙ + X or Y
	*THE DRILL	Near opponent, (→↘↙↘↙) x 2 + X or Y repeatedly	
	BLUE MARY	M. SPIDER	↓↘↙ + X or Y
		STRAIGHT SLICER	← briefly, then → + A or B
		VERTICAL ARROW	→↘↙ + A or B
		BACKDROP REALITY	Near opponent, →↘↙↘↙ + X or Y
		*M. TYPHOON	Near opponent, (→↘↙↘↙) x 2 + A or B
	*M. SPLASH ROSE	↓↘↙↘↙ + X or Y	
	BILLY KANE	MIDSECTION CLUB CRUNCHER	←↘↙↘↙ + X or Y
		SOARING CRACKDOWN CANE	→↘↙ + A or B
		SLICING SPIRAL CANE	→↘↙ + X or Y
		DRAGON PURSUIT CLUB	↓↘↙ + A
		*SUPER FIRE WHEEL	↓↘↙↘↙ + X or Y
	*SUPER WHIRLWIND	↓↘↙↘↙ + X or Y	



IASHITO NARUKO

MIGHTY MISSILE BASH	→↓↘↓← + X or Y
SLEDGEHAMMER	↓↘← + A or B
JET COUNTER	←↘↓↘→ + X or Y
DUAL UPPER	→↓↘ + X or Y
*MILLION BASH STREAM	↓↘←↘↓↘→ + X or Y repeatedly
*FINAL IMPACT	↓↘→↓↘→ + X or Y (pressed down)



SHERMIE

SHERMIE'S WHIP	↓↘← + X or Y
AXLE SPIN KICK	↓↘← + A or B
SHERMIE SPIRAL	Near opponent, ←↘↓↘→ + X or Y
SHERMIE SHOOT	←↘↓↘→ + A or B
*SHERMIE FLASH	Near opponent, (→↓↘↓←) x 2 + X or Y
*SHERMIE CARNIVAL	Near opponent, (←↘↓↘→) x 2 + X or Y



CHRIS

SLIDING TOUCH	↓↘→ + X or Y
HUNTING AIR BLAST	→↓↘ + A or B
SHOOTING DANCER THRUST	→↓↘↓← + X or Y
SHOOTING DANCER STEP	→↓↘↓← + A or B
*TWISTER DRIVE	↓↘←↘← + A or B
*CHAIN SLIDING TOUCH	↓↘→↓↘→ + X or Y



IORI YAGAMI

FIRE BALL	→↓↘ + X or Y
DARK THRUST	↓↘→ + X or Y
CRESCENT MOON SHADE	→↓↘↓← + A or B
301 SLASH TALON COMB	→↓↘ + A or B
*MAIDEN MASHER	↓↘→↓↘← + X or Y
*DRUNKEN GRAIL GASHER	↓↘←↘↓↘→ + X or Y



MATURE

METAL MASSACRE	↓↘← + A or B
DESPAIR	↓↘→ + X or Y
DAYSIDE	←↘↓↘→ + A or B
EBONY TEARS	↓↘→↓↘← + X or Y
*HEAVEN'S GATES	↓↘←↘↓↘→ + A or B
*NOCTURNAL RITES	↓↘→↓↘→ + X or Y



VICE

OUTRAGE	↓↘← + A or B
GORE FEST	Near opponent, →↓↘↓↘→ + X or Y
BLACKENER	Near opponent, ←↘↓↘→ + X or Y
MAYHEM	↓↘← + X or Y
*NEGATIVE GAIN	Near opponent, (→↓↘↓←) x 2 + A or B
*WITHERING SURFACE	↓↘→↓↘→ + X or Y



HEIDERN

CROSS CUTTER	← briefly, then → + X or Y
MOON SLASHER	↓ briefly, then ↑ + X or Y
NECK ROLLER	↓ briefly, then ↑ + A or B
STORM BRINGER	Near opponent, →↓↘↓← + X or Y
*FINAL BRINGER	↓↘→↓↘→ + X or Y
*HEIDERN END	↓↘←↘↓↘→ + A or B



ZANKOU SAIZAKI

TIGER FLAME PUNCH	↓↘→ + X or Y
ZAN RETSU KEN	→↘← + X or Y
SHORAN KYAKU	→↘↓↘→ + X or Y
HAOH SHO KOH KEN	↓↘→ + X or Y
*RYU KOH RANBU	↓↘→↓↘← + X or Y
*NEO DEMON-GOD ATTACK	Near opponent, ↓↘→↓↘→ + X or Y



SAISHU KUSANAGI

EXORCISM OF 108 BLOWS	↓↘→ + X or Y
FIRE BALL	→↓↘ + X or Y
HEAVENLY GIFT OF 401 & 7 BLOWS	→↓↘↓← + A or B
720 FLAME PAGODA	↓↘← + X or Y (repeated twice)
*REVERSE 108 BLOWS	↓↘←↘↓↘→ + X or Y
*CITY LEVELER	↓↘→↓↘→ + X or Y



HEAVY D

R.S.D.	↓↘→ + X or Y
BLAST UPPER	↓↘→ + A or B
SOUL FLOWER	↓↘← + A or B
DUCKING COMBINATION	↓↘← + X or Y (repeated twice)
*D. CRAZY	↓↘→↓↘→ + X or Y
*D. MAGNUM	↓↘→↓↘→ + X or Y



LUCKY GLAUBER

DEATHBOUND	↓↘→ + X or Y
LUCKY VISION	↓↘→ + A or B
CYCLONE BREAK	↓↘← + A or B
DEATH HEEL	→↓↘ + A or B
*HELL BOUND	↓↘→↓↘→ + X or Y
*LUCKY DRIVER	↓↘→↓↘→ + A or B



BRIAN BATTLER

BRIAN TORNADO	←↘↓↘→ + X or Y
HYPER TACKLE	←↘↓↘→ + A or B
BRIAN HAMMER	↓↘← + X or Y
ROCKET TACKLE	→↓↘ + A or B
*BIG BANG TACKLE	↓↘→↓↘→ + A or B
*AMERICAN SUPER NOVA	↓↘→↓↘→ + X or Y



RUGAL

<b>KAISER WAVE</b>	↔↔↔↓↔↔ + X or Y
<b>GENOCIDE CUTTER</b>	↔↓↔ + A or B
<b>DARK BARRIER</b>	↓↔↔ + A or B
<b>GOD PRESS</b>	↔↔↓↔↔ + X or Y
<b>*GIGANTIC PRESSURE</b>	↓↔↔↓↔↔ + X or Y
<b>*DEAD END SCREAMER</b>	↓↔↔↓↔↔ + A or B



SHINGO YABUKI

<b>UNFINISHED FIRE BALL</b>	↔↓↔ + X or Y
<b>UNFINISHED WICKED CHEW</b>	↓↔↔ + X
<b>OLAY! CRESCENT ELBOW</b>	↓↔↔ + X or Y
<b>OLAY! FORGER</b>	Near opponent, ↔↓↔ + A or B
<b>*PHOENIX PHLASH</b>	↓↔↔↓↔↔ + X or Y
<b>*BURNING SHINGO</b>	↓↔↔↓↔↔ + X or Y

- KYO KUSANAGI
- BENIMARU NIKAI DO
- GORO DAIMON
- TERRY BOGARD
- ANDY BOGARD
- JOE HIGASHI
- RYO SAKAZAKI
- ROBERT GARCIA
- YUKI SAKAZAKI
- LEONA
- RAIF
- CLARK
- KING
- MAI SHIRANUI
- CHEZZY
- CHIE
- BLU MARY
- BILLY KANE
- YASHURO NANAKASE
- SHERMIE
- CHRIS

THE KING OF FIGHTERS DREAM MATCH 1999

DREAM MATCH 1999

- SHIN SUITSI
- ANGEL
- LUIS
- HILBERN
- TAKUMA SAKAZAKI
- SAISHU KUSANAGI
- TORI YAGAMI
- MATURE
- VICE
- HEAVY D'
- LUCKY GLAUBER
- BRIAN BATTLER
- SHINGO YABUKI
- RUGAL

DREAM MATCH 1999

LIMITED 90 DAY WARRANTY

SNK Corporation of America ("SNK") Limited Warranty to the original consumer purchaser that the accompanying Sega Dreamcast software ("Product(s)") will perform substantially in accordance with the accompanying written materials for 90 days from the date of purchase. SNK does not warrant uninterrupted, error-free or bug-free operation of the software Product(s). During the warranty period, SNK will, at its option, either repair or replace Product(s) that fail to conform with this warranty free of charge. The original consumer purchaser is entitled to this warranty only if the date of purchase is registered at the point of sale or the consumer can demonstrate that the Product(s) was purchased within 90 days of the date of the warranty claim. Proof of purchase is required for all claims.

SERVICE INFORMATION

Many simple problems can be corrected by reading the troubleshooting tips in the manual. To make a warranty claim or seek further information concerning the Product(s) warranted hereby, please contact SNK Customer Service by calling 877-341-3286 (Monday - Friday, 9:00 a.m. - 6:00 p.m. (Pacific Time); times subject to change), or write to SNK Customer Service at 17 Great Oaks Blvd., San Jose, CA 95119, or email through SNK's website at [www.snkusa.com](http://www.snkusa.com). When writing or emailing to SNK to make a warranty claim, please provide a description of the defect or basis of the warranty claim, the serial number of the Product(s), the date of purchase and the claimant's name, mailing address and daytime telephone number. Please also forward to SNK, at the address above, the claimant's proof of purchase. In some cases, it may be necessary to ship the Product(s), FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SNK for repair or replacement. Any such shipments will be at the claimant's expense. Please do not ship any Product(s) to SNK without contacting SNK first for instructions and a Return Merchandise Authorization (RMA) number; otherwise your shipment will be rejected. Only SNK customer service or technical service personnel are authorized to replace or repair warranted Product(s). There is no informal dispute resolution mechanism for disputed claims.

WARRANTY LIMITATIONS

1. THIS WARRANTY IS LIMITED TO THE ORIGINAL CONSUMER PURCHASER.
2. THIS WARRANTY SHALL NOT APPLY IN THE EVENT OF: (1) BREAKDOWNS OR DAMAGE DUE TO INCORRECT OR UNREASONABLE USE, NEGLIGENCE, ACCIDENT (SUCH AS DROPPING THE UNIT), PROHIBITED MODIFICATIONS OR UNAUTHORIZED REPAIRS, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; (2) BREAKDOWNS OR DAMAGE RESULTING FROM UNFORESEEN EVENTS SUCH AS FIRE OR THEFT; (3) BREAKDOWNS OR DAMAGE CAUSED BY OTHER DEVICES; (4) FAILURE TO FOLLOW WARRANTY CLAIMS PROCEDURES; (5) LOSS OF OR FAILURE TO PRESENT PROOF OF PURCHASE AT THE TIME OF THE CLAIM; OR (6) USE OF THE WARRANTED PRODUCT(S) FOR COMMERCIAL PURPOSES.
3. THE WARRANTY SET FORTH ABOVE IS EXCLUSIVE AND NO OTHER WARRANTY, WHETHER WRITTEN OR ORAL, IS EXPRESSED OR IMPLIED HEREBY. ANY IMPLIED WARRANTIES IMPOSED BY LAW, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO 90 DAYS. IN NO EVENT SHALL SNK BE LIABLE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES, INCLUDING WITHOUT LIMITATION, LOST PROFITS OR LOST SAVINGS, FOR ANY CLAIM FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY, EVEN IF A REPRESENTATIVE OF SNK OR ITS SUPPLIERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
4. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Sega Dreamcast Swirl, are trademarks of SEGA, Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,567,895; 5,686,173; 4,442,490; 4,944,924; 4,462,076; 4,462,076; 4,944,924; 4,462,076. In Canada, Patent No. 2,287,938. Patents pending in U.S. and other countries; Canada Patent No. 1,983,276. The ratings icon is a trademark of the Interactive Digital Software Association.

